

ABSTRACT OF THE DISCLOSURE

[0064] An application programming interface (API) is described that allows creating or destroying one or more pairs of data structures for asynchronously passing between the operating system and a network application pointers to packet buffers mapped to both parties.

1. A method for creating a pair of data structures for asynchronously passing between an operating system and a network application, the method comprising:
2. receiving a request from the network application to create a pair of data structures;
3. allocating memory for the pair of data structures;
4. mapping the pair of data structures to the operating system and the network application;
5. returning the pair of data structures to the network application;
6. receiving a request from the operating system to destroy the pair of data structures;
7. deallocating the memory for the pair of data structures;
8. returning the pair of data structures to the operating system.